Senior Animation Programmer – For Honor

Montreal - Full-time - 744000108835945

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About the Game

For Honor is a unique multiplayer combat experience now in its 9th year of Live operations. With over **37 million players** and a talented team of more than **100 people**, the game is thriving and looking forward to a bright future.

Job description

We are actively looking for an **Animation Programmer** to strengthen our technical and content programming team. This key role involves modernizing our animation processes and tools to bring the game to the latest consoles and beyond. You will also be responsible for implementing and improving various features in collaboration with the animation team.

As an Animation Programmer, you will work within the content programming team (3D, Engine, UI, Gameplay) to foster collaboration and knowledge sharing across sub-teams.

If you want to join a versatile, human-sized team and have a real impact on For Honor, we would be delighted to hear from you.

Main Responsibilities

- Understand animation goals and identify development needs.
- Analyze existing animation features in the engine and assess their suitability for project objectives.
- Design and implement new systems or improve existing ones as needed.
- Collaborate with game designers and animators to define technical constraints and possibilities for requested features.
- Write clear and structured code while considering performance, memory usage, maintenance, compatibility, and portability requirements.
- Validate developed systems to ensure they meet project intentions and integrate seamlessly with existing code.
- Optimize systems and features when necessary.
- Provide support for animation tools and systems used in production.
- Identify and fix animation-related bugs reported by other teams or quality assurance.
- Document work to facilitate understanding and usage of systems by other programmers and disciplines.
- Perform any other related tasks.

Education

- Degree in Computer Science, Computer Engineering, or any other equivalent education.

Relevant Experience

- Minimum **5 years of experience** in designing, implementing, and supporting animation tools, or any other relevant experience.

Skills and Knowledge

- Excellent analytical and synthesis skills.
- Flexibility in work organization and adaptability.
- Strong interpersonal and communication skills.
- Ability to work effectively in a team and collaborate.
- Results-oriented with strong prioritization skills.
- Ability to solve complex problems.
- Good spatial-temporal visualization skills.
- Knowledge of animation concepts, compression formats, and content creation tools.
- Understanding of low-level principles and animation engine logic.